

TITLE

A CARD GAME HAVING CARDS WITH GRAPHIC AND PICTORIAL  
ILLUSTRATIONS OF GEOGRAPHIC, HISTORICAL AND HEALTH RELATED  
FACTS

5

BACKGROUND

10 The present invention relates to geography, history and health related card  
games and playing cards, particularly as used for educational purposes as it relates  
specifically to Oceans, Great Lakes, Continents, States and State Capitals, African  
American Inventors and Inventions, Truth Fact Match , African Nations and Capitals,  
and Wellness Match.

15 This game, which is equally enjoyed by adults and children, provides not only  
entertainment but also provides an opportunity to educate participants particularly  
young people using intellectual stimuli and gamesmanship. It takes subject matter  
(geography, history and health) that may be considered boring or tedious and makes it  
fun and exciting.

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A preliminary search by the inventor failed to disclose the card games of the  
present invention.

25 The following is a listing of the patents discovered during the aforementioned  
search:

+0030

PATENT No.	PATENTEE	DATE
U.S. 5,632,488	Sturm et al.	5/27/97
U.S. 5,405,140	Terlinden et al.	4/11/95
U.S. 5,205,563	Dearing	4/27/93
U.S. 5,141,235	Hernandez	8/25/92
U.S. 5,123,846	Lewis	6/23/92
U.S. 4,824,119	Matthews	4/25/89

Card games that entertain and educate are known for a variety of subjects as, for example, Political Figures (US 5,632,488) and US Geography (US 5,405,140).

- 5 Further, a Card game with back spelled names of states is known in the art (US 4,824,119).

#### SUMMARY OF THE INVENTION

- 10 The present invention provides card games with game cards depicting oceans, great lakes, continents, states and state capitals, African American inventors and inventions, Truth Fact Match , African Nations and Capitals, and Wellness Match

- 15 The game includes game cards which are organized in one or more decks of 90, 93, 100, 106 or 109 game cards. Each deck consists of Game Cards which are further identified as either Playing Cards or Action Cards. Each Playing Card has a color coded border, as well as indicia, both graphic and pictorial, depicting oceans (Atlantic, Pacific, Indian, Antarctica and Arctic) (93 cards); great lakes (Huron, Ontario, Michigan, Erie, Superior) (93 cards); continents (Africa, Antarctica, Asia, Australia, Europe, North America and South America) (90 cards); or States of the United States
- 20

and Their Capitals (100 cards); Inventors and Inventions (100 cards); Truth Fact Match (92 cards); African Nations and Capitals (106); and Wellness Match (90).

5        Action Cards are an integral part of the Oceans, Great Lakes and Continents games. They are a part of each deck of Game Cards and the play of the game. Action cards with color coded borders direct a beneficial or a detrimental action to be taken by the player drawing an Action Card.

#### BRIEF DESCRIPTION OF THE DRAWINGS

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These as well as other features of the present invention will become more apparent upon reference to the drawings wherein:

15        FIG. 1 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the States and Capitals aspect of the present game.

20        FIG. 2 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the African American Inventions and Inventors aspect of the present game.

FIG. 3 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the African Nations and Capitals aspect of the present game.

25        FIG. 4 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of Truth Fact Match aspect of the present game.

FIG. 5 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the Wellness Match aspects of the present game.

#### DETAILED DESCRIPTION OF THE INVENTION

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Referring to the drawings, the present invention will be seen to relate to a card game(s) that provides Game Cards consisting of Playing Cards with a color coded border and Action Cards.

10        Playing Cards depict States and States Capitals (Fig.1,a,b), African American Inventors and Inventions (Fig.2,a,b), African Nations and Capitals (Fig.3,a,b), Truth Fact Match (Fig.4,a,b), and a Wellness Match (Fig.5).

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#### OPERATION OF THE GAME

The directions for playing the various forms of the games are as follows:

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#### STATES AND CAPITALS

The deck contains 100 game cards as follows:

50 Playing Cards with the name of each state listed (capitals listed on the bottom in fine print)

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50 Playing Cards with the state capitals listed (states listed on the bottom in fine print)

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States and Capitals may be played by both adults and children as young as the age of six years with 2-10 players. The object of the game is to be the first player to get rid of all cards in players hand.

- 5 The play of the game is as follows: The states and capitals are selected from the following:

<u>STATES</u>	<u>CAPITALS</u>
Alabama	Montgomery
Alaska	Juneau
Arizona	Phoenix
Arkansas	Little Rock
California	Sacramento
Colorado	Denver
Connecticut	Hartford
Delaware	Dover
Florida	Tallahassee
Georgia	Atlanta
Hawaii	Honolulu
Idaho	Boise
Illinois	Springfield
Indiana	Indianapolis
Iowa	Des Moines
Kansas	Topeka
Kentucky	Frankfort
Louisiana	Baton Rouge
Maine	Augusta

<b>Maryland</b>	<b>Annapolis</b>
<b>Massachusetts</b>	<b>Boston</b>
<b>Michigan</b>	<b>Lansing</b>
<b>Minnesota</b>	<b>St. Paul</b>
<b>Mississippi</b>	<b>Jackson</b>
<b>Missouri</b>	<b>Jefferson City</b>
<b>Montana</b>	<b>Helena</b>
<b>Nebraska</b>	<b>Lincoln</b>
<b>Nevada</b>	<b>Carson City</b>
<b>New Hampshire</b>	<b>Concord</b>
<b>New Jersey</b>	<b>Trenton</b>
<b>New Mexico</b>	<b>Santa Fe</b>
<b>New York</b>	<b>Albany</b>
<b>North Carolina</b>	<b>Raleigh</b>
<b>North Dakota</b>	<b>Bismarck</b>
<b>Ohio</b>	<b>Columbus</b>
<b>Oklahoma</b>	<b>Oklahoma City</b>
<b>Oregon</b>	<b>Salem</b>
<b>Pennsylvania</b>	<b>Harrisburg</b>
<b>Rhode Island</b>	<b>Providence</b>
<b>South Carolina</b>	<b>Columbia</b>
<b>South Dakota</b>	<b>Pierre</b>
<b>Tennessee</b>	<b>Nashville</b>
<b>Texas</b>	<b>Austin</b>
<b>Utah</b>	<b>Salt Lake City</b>
<b>Vermont</b>	<b>Montpelier</b>

<b>Virginia</b>	<b>Richmond</b>
<b>Washington</b>	<b>Olympia</b>
<b>West Virginia</b>	<b>Charleston</b>
<b>Wisconsin</b>	<b>Madison</b>
<b>Wyoming</b>	<b>Cheyenne</b>

- Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the state and capitals. Players throw out a card after picking a card if they don't need it (one card from the draw pile or their hand). Once a match is obtained the player, during his/her turn, must announce the state and capital while discarding the matched cards. The matched cards are discarded until all cards are discarded. The first player to discard all cards wins.

### TRUTH FACT MATCH

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The deck contains 92 game cards with the words TRUTH FACT MATCH imprinted in a bold font on the front side and the back side imprinted as follows:

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46 Playing Cards with a name or a fact about African history imprinted in center of card in bold print (matching facts listed on the bottom in fine print)

46 Playing Cards with a matching fact imprinted in center of card in bold print (a name or a fact about African history listed on the bottom in fine print)

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TRUTH FACT MATCH may be played by both adults and children as young as the age of six years with 2-6 players. The object of the game is to be the first player to get rid of all cards in players hand.

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The play of the game is as follows:

Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the a name or a fact about African history. Players throw out a card after picking a card if they don't need it (one card from the draw pile or  
5 their hand). Once a match is obtained the matched cards are discarded until all cards are discarded. The first player to discard all cards wins.

The name or historical fact about African history is selected from the following:

10

<u>NAME/FACT</u>	<u>MATCHING FACT</u>	<u>MATCHING FACT</u>
Africa	Cradle Of Civilization	Second Largest Continent
Imhotep	Created The Step Pyramids	The Father of Medicine
Hieroglyphics	Egyptian Writings That Used Pictures	Communication
Ankh	The Symbol of Life	
God	Amon-Ra (One Creator)	
Religion	Began In Africa	/Africans Believed In One God
Kings/Pharaohs	Ramses, Tutankhamon, Akhenaten, Thutmose III	
Queens	N'Zinga, Hatshepsut, Nefertiti	
Great Empires	Ghana, Mali, Soghai, Kush,	
Maat	Comprehensive Code of Laws/	Principles; Commandments
Griot	Oral Historians	
Timbuktu	A City In Ancient Africa Known For Wealth and Schools	

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African Communities	Yoruba, Zulu Nubians, Ashanti, Masai, Bantu	
Resources	Gold, Diamonds And Many Other Natural Resources	
Master Shipbuilders	Africans Built Ships And Sailed o Asia And Europe Before Columbus	
Invaders of Africa	Asians, Arabs, Greek, Romans And Northern Europeans	Searching for Resources
Goree Island	In West Africa/Off The Coast Of Senegal	Place For Slave Trade
Revolted	Africans Rejected Slavery	
Joseph Cinque	Led A Revolt Of The Ship, Amistad	Returned To Africa
Queen Amina - Of Zaria (1588 - 1589)	The Elder Daughter of Bakwa Turunku	Founded Zazzau Kingdom In 1536
Slave Coast -	Bordering The Bight Of Benin On The Gulf Of Guinea	Slave Exportation from 16th - 19th Century
Auset a/k/a Isis	The Wife Of Osiris	Mother OF Seth And Horus
Ausar a/k/a Osiris	Husband Of Isis	Father of Seth And Horus
Heru a/k/a Horus	Son Of Ausar And Aset	Brother Of Setyphon
Setyphon a/k/a-Seth	Son of Ausar And Aset	Brother of Heru
God Concepts	Ausar And Aset	
African	Ancestors To All Mankind-	
Khufu	King of the 4th Dynasty	Largest Pyramid Builder in Egypt
Hatshepsut	Reigned As A King During	

10

	18th Dynasty	
King Tutankhamon -	Buried In The First Tomb	18th Dynasty/Known As The
	Discovered Undisturbed	Boy King
Dynasty -	A Succession Of Rulers From	
	The Same Family Or Ancestral	
	Lineage	
Ramses II	Ruled from 1279 - 1212 BC	The Last Of Ancient Egypt's
		Great Pharaohs
Pharaoh	King	
Mummification	Preservation Of A Dead	
	Person's Body	
Nandi -	Queen of Zululand (1778 -	
	1826 AD)	
Ancestral Worship	Priest & Priestesses Would	
	Meditate In Order To	
	Communicate With The	
	Deceased To Receive	
	Guidance And Blessings	
Caduceus -	The Symbol Of The Medical	This Insignia Was Found On
	Profession (A Winged Staff	Imhotep's Temples
	entwined By Two Serpents)	
TWA People	Called The Pygmies	They Created The Star Of David
Alkebu-Lan	Indigenous Name Meaning	Africans
	Land of The Spirit People	
Africa	Name Given To The Continent	
	By The Greeks	
Egyptian Science And	Designs Given To The Lincoln	
Symbols		

	Memorial, Washington	
	Monument, Obelisk - Vatican	
	In St. Peter	
Martial Arts -	Egyptian Warrior Scientist	
	Laid The Foundation For All	
	Martial Arts	
Africoid Olmecs	Parent Culture of Ancient	
	America	
Sphinx Of Giza -	Hamachis	
Ethiopians	Laid the Basis for Religion	
Hannibal	An African Man	Conquered Spain And France in
		218 BC

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AFRICAN AMERICAN INVENTORS AND INVENTIONS

5           The deck contains 100 game cards with the words INVENTORS AND INVENTIONS imprinted in a bold font on the front side and the back side imprinted as follows:

10           50 Game Cards, each game card with the name of an African American inventor imprinted in center of the game card in bold print (corresponding invention imprinted on the bottom in fine print)

15           50 Playing Cards with the name of an invention invented by an African American inventor imprinted in center of card in bold print (the name of the corresponding inventor imprinted on the bottom of the game card in fine print)

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INVENTORS AND INVENTIONS may be played by both adults and children as young as the age of six years with 2-10 players. The object of the game is to be the first player to get rid of all cards in players hand.

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The play of the game is as follows:

Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match an inventor or an invention. Players throw out a card after picking a card if they don't need it (one card from the draw pile or their hand). Once a match is obtained the matched cards are discarded until all cards are discarded. The first player to discard all cards wins.

The inventor and invention are selected from the following:

+ 0 1 3 0

	<u>Inventor</u>	<u>Invention</u>	<u>Date</u>
15	Imhotep	Stethoscope/The father of Medicine	Ancient Egypt
	Paul B. Downing	Mailbox	October 27, 1891
	J. L. Love	Pencil Sharpener	Nov. 23, 1897J.
	Standard	Refrigerator	July 14, 1891
20	W. A. Martin	Lock	July 23, 1889
	Burridge & Marshman	Typewriter	April 7, 1885
	Granville T. Woods	Telephone Transmitter	December 2, 1884
	Thomas Stewart	Mop	June 11, 1893
	Garrett Morgan	Traffic Light/Gas Mask	Nov. 20, 1923
25			Oct. 13, 1914
	Lewis Latimer	Carbon Filaments/Electric Bulb	Approx. 1882
	Sarah Boone	Ironing Board	Dec. 30, 1887

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	Charles Drew	Blood Plasma Bag	Approx. 1945
	T. Elkin	Chamber Commode	January 8, 1897
	W. B. Purvis	Fountain Pen	Jan 17, 1890
	Lydia D. Newman	Hair Brush	Nov. 15, 1898
5	Michael C. Harvey	Lantern	August 19, 1884
	Alexander Miles	Elevator	Oct. 11, 1867
	I. R. Johnson	Bicycle Frame	Oct. 10, 1899
	J. Ricks	Horseshoe	March 30, 1886
	Edmond Berger	Spark Plug	Feb. 2, 1839
10	Benjamin Banneker	Almanac	Approx. 1791
	Lawrence P. Ray	Dust Pan	August 3, 1897
	James Robinson	Lunch Pail	Approx. 1887
	S. R. Scratton	Curtain Rod	Nov. 30, 1889
	G. T. Sampson	Clothes Dryer	June 6,
15	1892		
	Joan Clark	Medicine Tray	April 1, 1986
	M. A. Cherry	Tricycle	May 8, 1888
	George W. Carver	Peanuts /Sweet potatoes	Approx. 1896
	John W. Reed	Rolling Pen	Approx. 1884
20	Brody & Surgwar	Folding Chair	June 11, 1889
	Joseph N. Jackson	Programmable TV Remote	March 28, 1978
	W. H. Richardson	Baby Buggy	June 18, 1899
	F. J. Loudin	Key Chain	January 9, 1894
	T. A. Carrington	Stove	July 25, 1876
25	J. W. Winters	Fire Escape Ladder	May 7, 1878
	J. A. Burr	Lawn Mower	May 19, 1889
	O. Dorsey	Door Knob	Dec. 10, 1878

	J. Thomas White	Lemon Squeezer	December 8, 1896
	Frederick Jones	Thermostat Control	February 23, 1960
	C. O. Baliff	Shampoo Headrest	October 11, 1898
	O. Dorsey	Door Stop	Dec. 10, 1878
5	T. J. Marshall	Fire Extinguisher	October 26, 1872
	Al Cralle	Ice Cream Scoop	February 2, 1897
	August Jackson	Ice Cream	Approx. 1832
	Joseph Dickinson	Record Arm Player	January 8, 1918
	Madame C. J. Walker	Hair Products	Approx. 1905
10	Ruane Jeter	Digital Toaster	April 14, 1987
	Richard B. Spikes	Automatic Gear Shift	February 6, 1932
	W. D. Davis	Riding Saddle	October 6, 1896
	Willie Johnson	Egg Beater	February 5, 1884

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AFRICAN COUNTRIES AND CAPITALS

The deck contains 106 game cards with the words AFRICAN NATIONS  
AND CAPITALS imprinted in a bold font on the front side and the back side  
20 imprinted as follows:

53 Playing Cards with the name of an African Nation imprinted in center of  
card in bold print (a corresponding capital listed on the bottom in fine print)

25 53 Playing Cards with the name of an African Nation's capital imprinted in  
center of card in bold print (the name of an African Nation listed on the  
bottom in fine print)

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AFRICAN NATIONS may be played by both adults and children as young as the age of six years with 2-10 players. The object of the game is to be the first player to get rid of all cards in players hand.

5 The play of the game is as follows:

Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the African Nation and Capital. Players throw out a card after picking a card if they don't need it (one card from the draw pile or their hand).

Once a match is obtained the matched cards are discarded until all cards are

10 discarded. The first player to discard all cards wins.

The name African Nations and Capitals are selected from the group consisting of the following:

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Handwritten: 1500

NATION

CAPITAL

Algeria

Algiers

Angola

Luanda

Benin

Porto Novo

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Botswana

Gaborone

Burkina Faso

Ouagadougou

Burundi

Bujumbura

Cameroon

Yaounde

Cape Verde

Praia

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Central Afr. Repub.

Bangui

Chad

N'djamena

Comoros

Moroni

Handwritten: 16

	Congo	Brazzaville
	Cote D'Ivoire	Abidjan
	Djibouti	Djibouti
	Egypt	Cairo
5	Equatorial Guinea	Malabo
	Eritrea	Asmara
	Ethiopia	Addis Ababa
	Gabon	Libreville
	Gambia	Banjul
10	Ghana	Accra
	Guinea	Conakry
	Guinea-Bissau	Bissau
	Kenya	Nairobi
	Lesotho	Maseru
15	Liberia	Monrovia
	Libya	Tripoli
	Madagascar	Antananarivo
	Malawi	Lilongue
	Mali	Bamako
20	Mauritania	Nouakchott
	Mauritius	Port Louis
	Morocco	Rabat
	Mozambique	Maputo
	Namibia	Windhoek
25	Niger	Niamey
	Nigeria	Abuja
	Rwanda	Kigali



	Sao Tome & Principe	Sao Tome
	Senegal	Dakar
	Seychelles	Victoria
	Sierra Leone	Freetown
5	Somalia	Mogadishu
	South Africa	Pretoria
	Sudan	Khartoum
	Swaziland	Mbane
	Tanzania	Dar-es-Salaam
10	Togo	Lome
	Tunisia	Tunis
	Uganda	Kampala
	Zaire	Kinshasa
	Zambia	Lusaka
15	Zimbabwe	Harare

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#### WELLNESS MATCH

The deck contains 90 game cards with the words WELLNESS MATCH imprinted in a bold font on the front side and the back side imprinted as follows:

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45 Playing Cards with the name of a Wellness Match Term imprinted in center of card in bold print (a corresponding wellness match fact listed on the bottom in fine Print)

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45 Playing cards with the name of a Wellness Match Fact imprinted in center of card in bold print (a corresponding wellness match term listed on the bottom in fine print)

WELLNESS MATCH may be played by both adults and children as young as the age of nine years with 2-6 players. The object of the game is to be the first player to get rid of all cards in player's hand.

5           The play of the game is as follows:

Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the Wellness Term of Fact. Players throw out card after picking a card if they don't need it (One card from the draw pile or their hand). Once  
10 a match is obtained, the matches are stated and discarded, until all cards are discarded. The first player to discard all cards wins.

Wellness Match Terms and Facts are selected from the group consisting of the following:

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WELLNESS MATCH – Ages 9 – Adult

1. Herbs Help The Body To Heal Itself/Medicine Removes The Symptoms.
2. Muscles, Stamina, And Energy Are Built By Exercise.
3. Good Health Is Natural And Simple.
- 20 4. Causes Of Disease: Toxicity, Timing And Thoughts.
5. Healing Starts From The Internal(Inside) To External (Out).
6. A Cold Is A Sign That The Body Is Detoxifying Itself.
7. Healing – In We Go To Mend, Out We Come Healthy Again.
8. Pure Water – Drink 1-Oz Of Pure Water/To Every 2lbs. Of Body Weight. (Divide  
25 Your Weight By 2) or 1 gallon if possible.
9. Protein – Nutritional Need is 20-50 Grams or Less Per Day 3-4 times per week.
10. A Weakened Immune System Is A Welcome Sign For Germs And Diseases.

11. Phony Foods Are Processed/Refined Foods That Inhibit Health/Whole Foods  
=Natural And Raw.
12. Negative Thoughts/Energy Generate Acid-Acid Generator.
13. Toxins Are Produced From High Protein Foods Such As Meat, Dairy And Grains.
- 5 14. New Start = Nutrition, Exercise, Water, Sunshine, Temperance, Air(Fresh), Rest  
And Trust In The Divine.
15. Fruits And Vegetables Are Alkaline Producers.
16. Meat, Poultry, Fish, Seeds, Nuts And Grains Are Acid Producers.
17. Alkaline Balances Acid.
- 10 18. Food Pyramid Servings: Fruits – 2, Vegetables – 3-5, Whole Grains 6-11,  
Protein/Beans/Nut, Seeds And Meat/Alternatives 2-3.
19. Food Pyramid Servings: Dairy/Soy/Rice & Other Fortified Alternatives 2-3, Fats,  
Oils, Sweets – Eat Sparingly.
20. Herbivores Eat Only Plants, Carnivores Eat Meat And Fish.
- 15 21. Charkras The Seven Centers Of Spiritual Energy In The Human  
Body=Sanskrit/Hindi.
22. Love=Unconditional=Love For Creator, Self, And Others.
23. Wellness=Positive Thoughts, Good Nutrition, Exercise, Rest Fresh Air, Pure  
Water And Proper Elimination.
- 20 24. Shoo Negative Thoughts Away, Invite Positive Thoughts.
25. Balance In Relationships-Forgiveness And Reconciliation.
26. Whirm=Warmth, Honesty, Integrity, Responsibility, Mutuality.
27. Smiles And Proper Attitude Per Day Keep The Doctor Away.
28. pH-Potential Of Hydrogen – Measure The Relative Acidity Or Alkalinity Of A  
25 Solution Also How Healthy You Are.
29. pH Measure – 0.00 To 14.00 – 7.00 Is Neutral.
30. Acid Scale – 0-6.

31. Alkaline Scale – 8.00-14.
32. 3 Sources Of Acid - Fruits, Cellular Activity And Acid-Producing Foods.
33. Body Fluids Are Measured By pH.
34. How Do We Nourish Our Cells? The Food We Eat Nourishes Our Cells.
- 5 35. Begin The Day With Exercise And Breakfast.
36. What Goes In Must Come Out – Proper Bowel/Urine Eliminations, Enemas And Colonics.
37. Fasting –To Eat Small Amounts Of Raw Foods Or Abstain From Food.
38. Proper Skin Cleansing: Brushing, Baths, Saunas And Sweat Lodges.
- 10 39. Aromatherapy – The Essential Use Of Oils, Fragrances, Substances, Lotions And Inhalants In An Effort To Affect Mood And Promote Health.
40. Pampering – Is A Unique Distinction Of Restoring The Inner Self; It Transforms Your Mind, Body, Spirit And Infuses Your Life With More Joy.
41. Massage – Rubbing Or Kneading Parts Of The Body To Aid Circulation Or Relax
- 15 The Muscles.
42. Reflexology – The Application Of Finger Pressure, Especially To The Feet Using A Massage Method That Relieves Nervous Tension.
43. Health Is Wealth – Live The Best Life Possible.
44. Know Thyself – Oneness (Spiritual Connectedness) With The Creator.
- 20 45. Proper Cooking/Eating Utensils – Stainless Steel, Glass, Cast Iron.

All of the games may optionally be played in conjunction with a game board. The game board will have spaces for the draw pile, discard pile and an area for the card in play.

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Changes and modifications in the specifically described embodiments can be carried out without departing from the scope of the invention.